

## Interference Search History

## EAST Search History

## EAST Search History (Interference)

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
S124	17	((eliminat\$3 or delet\$3 or clean\$3 or remov\$3) and ((line or linear) near3 (segment or object or element)) and (moving or non \$stationary or animated) and (object or subject or person or player or car) and (interpolat\$3)). clm.	US-PGPUB; USPAT; UPAD	ADJ	ON	2009/11/20 13:01
S125	0	382/190.ccls. and ((eliminat\$3 or delet\$3 or clean\$3 or remov\$3) and ((line or linear) near3 (segment or object or element)) and (moving or non \$stationary or animated) and (object or subject or person or player or car) and (interpolat\$3)). clm.	US-PGPUB; USPAT; UPAD	ADJ	ON	2009/11/20 13:03

S126	1	382/173.ccls. and ((eliminat \$3 or delet\$3 or clean\$3 or remov\$3) and ((line or linear) near3 (segment or object or element)) and (moving or non \$stationary or animated) and (object or subject or person or player or car) and (interpolat\$3)). clm.	US-PGPUB; USPAT; UPAD	ADJ	ON	2009/11/20 13:04
S127	0	382/178.ccls. and ((eliminat \$3 or delet\$3 or clean\$3 or remov\$3) and ((line or linear) near3 (segment or object or element)) and (moving or non \$stationary or animated) and (object or subject or person or player or car) and (interpolat\$3)). clm.	US-PGPUB; USPAT; UPAD	ADJ	ON	2009/11/20 13:04

S128	0	382/281.ccls. and ((eliminat \$3 or delet\$3 or clean\$3 or remov\$3) and ((line or linear) near3 (segment or object or element)) and (moving or non \$stationary or animated) and (object or subject or person or player or car) and (interpolat\$3)). clm.	US-PGPUB; USPAT; UPAD	ADJ	ON	2009/11/20 13:04
S129	0	382/291.ccls. and ((eliminat \$3 or delet\$3 or clean\$3 or remov\$3) and ((line or linear) near3 (segment or object or element)) and (moving or non \$stationary or animated) and (object or subject or person or player or car) and (interpolat\$3)). clm.	US-PGPUB; USPAT; UPAD	ADJ	ON	2009/11/20 13:04

S130	0	382/300.ccls. and ((eliminat \$3 or delet\$3 or clean\$3 or remov\$3) and ((line or linear) near3 (segment or object or element)) and (moving or non \$stationary or animated) and (object or subject or person or player or car) and (interpolat\$3)). clm.	US-PGPUB; USPAT; UPAD	ADJ	ON	2009/11/20 13:04
S131	0	382/275.ccls. and ((eliminat \$3 or delet\$3 or clean\$3 or remov\$3) and ((line or linear) near3 (segment or object or element)) and (moving or non \$stationary or animated) and (object or subject or person or player or car) and (interpolat\$3)). clm.	US-PGPUB; USPAT; UPAD	ADJ	ON	2009/11/20 13:04

S132	3	"382".clas. and ((eliminat\$3 or delet\$3 or clean\$3 or remov\$3) and ((line or linear) near3 (segment or object or element)) and (moving or non\$stationary or animated) and (object or subject or person or player or car) and (interpolat\$3)). clm.	US-PGPUB; USPAT; UPAD	ADJ	ON	2009/11/20 13:04
S133	81	((eliminat\$3 or delet\$3 or clean\$3 or remov\$3) and ((line or linear)) and (moving or non\$stationary or animated) and (object or subject or person or player or car) and (interpolat\$3)). clm.	US-PGPUB; USPAT; UPAD	ADJ	ON	2009/11/20 13:04
S134	1	382/190.ccls. and ((eliminat\$3 or delet\$3 or clean\$3 or remov\$3) and ((line or linear)) and (moving or non\$stationary or animated) and (object or subject or person or player or car) and (interpolat\$3)). clm.	US-PGPUB; USPAT; UPAD	ADJ	ON	2009/11/20 13:05

S135	1	382/173.ccls. and ((eliminat \$3 or delet\$3 or clean\$3 or remov\$3) and ((line or linear)) and (moving or non\$stationary or animated) and (object or subject or person or player or car) and (interpolat\$3)). clm.	US-PGPUB; USPAT; UPAD	ADJ	ON	2009/11/20 13:05
S136	0	382/178.ccls. and ((eliminat \$3 or delet\$3 or clean\$3 or remov\$3) and ((line or linear)) and (moving or non\$stationary or animated) and (object or subject or person or player or car) and (interpolat\$3)). clm.	US-PGPUB; USPAT; UPAD	ADJ	ON	2009/11/20 13:05
S137	0	382/281.ccls. and ((eliminat \$3 or delet\$3 or clean\$3 or remov\$3) and ((line or linear)) and (moving or non\$stationary or animated) and (object or subject or person or player or car) and (interpolat\$3)). clm.	US-PGPUB; USPAT; UPAD	ADJ	ON	2009/11/20 13:05

S138	0	382/291.ccls. and ((eliminat \$3 or delet\$3 or clean\$3 or remov\$3) and ((line or linear)) and (moving or non\$stationary or animated) and (object or subject or person or player or car) and (interpolat\$3)). clm.	US-PGPUB; USPAT; UPAD	ADJ	ON	2009/11/20 13:05
S139	1	382/300.ccls. and ((eliminat \$3 or delet\$3 or clean\$3 or remov\$3) and ((line or linear)) and (moving or non\$stationary or animated) and (object or subject or person or player or car) and (interpolat\$3)). clm.	US-PGPUB; USPAT; UPAD	ADJ	ON	2009/11/20 13:05
S140	0	382/275.ccls. and ((eliminat \$3 or delet\$3 or clean\$3 or remov\$3) and ((line or linear)) and (moving or non\$stationary or animated) and (object or subject or person or player or car) and (interpolat\$3)). clm.	US-PGPUB; USPAT; UPAD	ADJ	ON	2009/11/20 13:05

S141	15	"382".clas. and ((eliminat\$3 or delet\$3 or clean \$3 or remov\$3) and ((line or linear)) and (moving or non \$stationary or animated) and (object or subject or person or player or car) and (interpolat\$3)). clm.	US-PGPUB; USPAT; UPAD	ADJ	ON	2009/11/20 13:54
S142	4	((eliminat\$3 or delet\$3 or clean \$3 or remov\$3) and ((line or linear)) and (moving or non \$stationary or animated) and (object or subject or person or player or car) and (interpolat\$3) and (three near6 pixel)). clm.	US-PGPUB; USPAT; UPAD	ADJ	ON	2009/11/20 13:57

**11/ 20/ 2009 5:18:18 PM**

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